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## Wargamers gather for four-day conference in Rome

*by Fran Crumb, Information Directorate*

ROME, N.Y. — More than 60 outside participants joined Air Force Research Laboratory researchers during the four-day Connections 2003 Wargaming Conference conducted at the AFRL Rome Research Site.

Hosted July 15-18 by AFRL's Information Directorate, the 11<sup>th</sup> annual conference, held for the first time in Rome, attracted 62 wargaming enthusiasts from three countries, as well as numerous members of the AFRL staff. Attendees represented the U.S. Air Force Academy, Checkmate (AF), U.S. Naval War College, U.S. Army and General Staff College, Center for Naval Analyses, Sandia National Laboratories, the Defense Advanced Research Projects Agency (DARPA), Center for Strategic Leadership at the Army War College, and several commercial wargaming leaders and developers. "The goal of Connections was to increase the defense utility of all conflict simulations by facilitating their evolution toward greater comprehensiveness and accessibility," said David O. Ross, an AFRL organizer in the directorate's Information Systems Division. "The concept

for reaching that goal was to encourage the defense and commercial war-game communities to learn from each other and from subject matter experts in those areas of conflict that are typically not modeled well."

The conference agenda included a series of lectures and seminars, as well as Department of Defense and commercial wargame demonstrations.

During "Demo Night," 15 demonstrators presented various war games and war-game tools, including the Information Directorate-developed programs, JView and SimBionic.

J-View is a modular application programmer's interface designed to assist engineers and analysts with visualization of models, simulations and live events. SimBionic, developed under a Small Business Innovative Research (SBIR) contract, is a visual authoring tool and runtime engine. The technology creates complex behaviors in computer-based training simulations and games more quickly and easily, so that these systems become more realistic, challenging and engaging. @